

ADVENTURE

A typical adventure involves entering a new pocket dimension and finding Keeton's Stuff. Here are some options for the GM:

- Take an existing adventure, drop the crunch, and add Stuff, or transform the cool items in the adventure into Stuff.
- Use Instant Game to create the dimension.
<http://www.nerdprideradio.com/Content/Downloads/InstantGame.pdf>
- Open a book as in character creation and grab words to fill in as many of these sentences as you like. Words in parentheses function for NPCs as they do for PCs.
- The dimension is full of ____ and ____ but not ____.
- ____ and ____ have teamed up to rule the dimension. They are using ____ to hunt for the (Stuff) to ____.
- Exiting the doorway, PCs are surrounded by (Noun) with (Item) hunting _____. They demand _____. If PCs fight through (Noun) who can (Verb), they will be rewarded with (Stuff).
- Most people are obsessed with _____. Playing along might get the PCs (Stuff).
- (Adjective) (Noun) with (Item) who can (Verb) rules the place.
- Wild (Noun) hunt the natives.
- (Noun) are trying to take (Stuff) through a doorway into a dimension full of _____. This dimension will be ruined by ____ unless PCs _____. ____ will help anyone who can _____.

NOTES

You can think of each adventure like a TV episode, with a plot to be solved. Try varying adventures between big chases, heists, crime solving, horror, battles, etc. Dimensions are small - it's ok to have the same biome/culture throughout.

Don't be afraid to go wild. Aliens might be in the same dimensions. Physical laws may differ in each dimension - floating islands, breathable space, or underwater domes

You could change Keeton to a wizard and go with fantasy themes or just have fantasy dimensions mixed in.

Tone will vary with the PCs' relationship with Keeton. They could be helping a friend, working to free imprisoned family, or hired mercenaries. PCs might go rogue and decide to stay in, keeping Stuff for themselves and hopping dimensions forever. If PCs lose their Keetometers, they will have to fight to get them back to leave their current dimension.

What the Stuff is will depend on themes, PCs, and the nature of Keeton. They could be missiles, portable fusion generators, chests of jewels, magic swords, crystal balls, starships, toxic waste, frozen prisoners, or whatever the GM wants.

In addition to the adventure of the week, consider adding both recurring mooks and a big villain with a fiendish plot.

Most NPCs have far fewer abilities and fewer or no cards. Make only the rare big villain or special ally as tough as a PC.

With rules this simple, GMs are going to have to wing it fairly often. Don't be afraid to extrapolate based on characters and the situation.

Pocket Character Sheet



Adjective _____



Noun _____

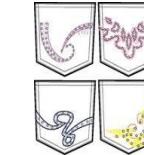


Item _____



Verb _____

You can do anything a normal person can
Be competent with an Ability
Spend a Card to be amazing with an Ability
Spend a Face Card to amazingly prevent an action



POCKETS FULL OF ADVENTURE RPG

by Stan Taylor



Harder than Granite 24 Hour RPG Competition

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Keeton's Stuff back.

Now is the time to get into Keeton's pants. You're going to enter a pocket and explore as many dimensions as it takes to get Keeton's stuff. Each of you has a Keetometer which can detect different pockets on the other side supports human life. Keeton's tagged Stuff, detect downways between dimensions, and Keeton runs ning the game will also deal out cards to each player (as many as the GM wants) for the amount of cool actions they want available.

Now you're ready for action in any dimension.

The GM (person running the game) will also deal out cards to each

player (as many as the GM wants) for the amount of cool actions

they want available.

Now is where you come in. You have agreed to get Keeton's

pocket dimension where Keeton kept his list of what Stuff was in

it to other dimensions. Most of all, someone wandered into the

his Stuff. They started using it, setting up cargo cults, and carrying

people wandered into Keeton's pocket dimensions and found

Keeton's Stuff back. Each of you has a Keetometer which can detect

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